

## Abyssal Hunter "Orbiting Issue"

Posted by Neurolink - 2021/05/05 11:54

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Hi dudes,

after the Update ive found a little issue.

when abyssal Hunter enters a pocket and there is an Rodiva or something like that he orbiting him. when for example the Rodiva is dead the bot dont starting orbiting something else and flys straight thru the Pocket.

When all enemys are dead my ship is 40km or more away from the cache and he lost a lots of time.

can someone confirm that or is that issue only on mine machine ?

bot safe ;)

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## Re: Abyssal Hunter "Orbiting Issue"

Posted by erussell - 2021/05/05 20:45

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Same issue but unfortunately my bot flew out and I lost my Gila. So hopefully we can figure out what's wrong.i looked at the screen one moment and all of a sudden I was losing my ship/pod to the Abyss due to flying to far out I didn't have this problem pre-patch. As soon as the target was dead it flew straightforward and poof abyssal fit gila gone

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## Re: Abyssal Hunter "Orbiting Issue"

Posted by ZaganMain - 2021/05/06 01:02

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I had the same loss

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## Abyssal Hunter "Orbiting Issue"

Posted by reefman - 2021/05/06 03:46

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I also lost gil today, t2 loss is only 350 kkk, while I wait for the fix

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## Abyssal Hunter "Orbiting Issue"

Posted by Slav2 - 2021/05/06 10:29

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I am working on frigate setup now as frigate mode 3x more profitable then cruisers. Frigates have ~30-40km targeting range, so they have to approach to NPCs and return back to cache when all NPCs are killed. If you use Gila and got killed send me log file and your settings (targeting range, drone control distance, missile attack distances) to check. How to send log is in the link in my signature.

p.s. No need to wait for death, if you exited from safe area pause bot, orbit cache then unpause bot

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### Re: Abyssal Hunter "Orbiting Issue"

Posted by Neurolink - 2021/05/15 12:24

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i think u misunderstand the problem.

The bot set "orbit" to a random target (not the cache) and if drones or missile kill them he kill the other enemys BUT without setting orbit or approach to another npc or cache and fly strait to the pocket to outside area.

that kills the ship. And if it not kills the ship the cache are 30 km away. before the upgrade with the green triangel start issue the bot always choose "orbit" biadaptive cache after killing an focused enemy. Now there he do noting when another enemy is in range.

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### Re: Abyssal Hunter "Orbiting Issue"

Posted by Pronator - 2021/08/08 05:23

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I have lost countless ships to this, and I suspect I just lost another one today. Not an easy one to swallow - I finally had faith to put a 4bn ship on this and .. Yeah .. First run was ok, so I changed some fittings, took my dog for a walk, came home and sitting in my capsule ...

Ouch xD

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### Re: Abyssal Hunter "Orbiting Issue"

Posted by Slav2 - 2021/08/10 10:50

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Dont use 4bil fits yet. I still find problems and implement new methods to avoid deaths. Check latest beta. Atm dont use mwd fits in frigate, destroyer + mwd should be OK.

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### Re: Abyssal Hunter "Orbiting Issue"

Posted by Pronator - 2021/08/11 01:49

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It's all good bro, I was feeling confident and I paid the price, lol! Won't do it again for a while xD

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